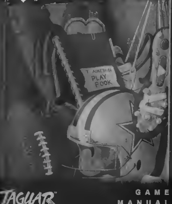
NFL

TROY AIKMAN FOOTBALL


T. AIKMAN
PLAY
BOOK

JAGUAR

GAME
MANUAL

Williams
Williams Entertainment Inc.

READ BEFORE USING YOUR ATARI VIDEO ENTERTAINMENT SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns [illegible]. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of epilepsy. If you or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your physician before resuming [illegible]

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

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Software developed by Telegames, Inc [illegible]
Williams Entertainment Inc. All rights [illegible]
Entertainment Inc. Team Names, Logos, [illegible]
Bowl and the NFL™ Shield are trad[illegible]
member clubs

Atari, the Atari logo and Jaguar are t[illegible]
marks of Atari Corporation. This software is [illegible]
use with the Jaguar 64-Bit Interactive Multi[illegible]

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HANDLING YOUR CARTRIDGE

The Atari Jaguar Cartridge is intended for use exclusively with the Atari Jaguar 64-Bit Interactive Multimedia System.

Do not bend it, crush it or submerge it in liquids.

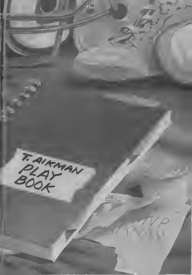
Do not leave it in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional break during extended play to rest yourself and the Jaguar cartridge.

GETTING STARTED

1. Insert your Troy Aikman NFL Football cartridge into the cartridge slot of your Jaguar 64-bit Interactive Multimedia System.
2. Press the POWER button.
3. Only the A, B and C Buttons will discontinue the title screens.

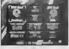
If, for any reason, your cartridge does not load or you only see a red screen, [illegible] your JAGUAR cartridge.

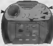

T. AIKMAN
PLAY
BOOK

PRESS B
3 TIMES
TO SKIP
TO THE
COIN
TOSS

OPTIONS

The OPTIONS screen will appear every time you play **Troy Aikmon NFL™ Football™**. Use it to customize the game you are about to play!


TEAM 1
(Player 1)
TEAM 2
(Player 2 or Computer)


MOVE THRU LIST OF OPTIONS
PRESS 5 TO VIEW CREDITS
SCROLL THRU CHOICES OF CURRENT OPTION
EXIT OPTION SCREEN AND START GAME
VIEW STATS

PLAY MODES

1 Player
Against Computer

MODE
1 P
COACH

1 Player Coach
Against Computer

2 Player
Head to Head

MODE
2 PLYR
COACH

2 Player Coach
Head to Head

DEMO
Computer Demonstration

NOTE: In Coach Mode, you select the plays and the computer executes them

NOTE There are **three features** you can access at any time

Pressing Pause pauses the game

While paused, pressing **B** shows the volume meter and then the control pad can be used to adjust the volume

Pressing * and # together resets the game

Pressing 0 on the keypad toggles music on and off.

SEASON

Pre-Season. Pit any 2 teams against each other for one game

NOTE When either of the next 2 season options are chosen along with a **2 Player Mode** each player will play against the computer except when their season schedules cross, Game play will alternate at the end of each player's completed game

94-95 Season Play this exciting season as your favorite team with a chance to go to the play offs and the Super Bowl!

NOTE In **94-'95** Season Mode the following rule changes are in effect! Kickoffs are from the 30 yard line and conversions are worth 2 points

Custom Season. Design your own season or recreate a memorable season from the past!

GAME LOCATION

Only applies to preseason select the home field of either team

QUARTER LENGTH

Quarters can be **2 5, 10** or **15 minutes** in duration

FIELD

There are **six** playing surfaces Grass, Mud Dirt Snow Rain and Artificial Turf
If **Seoson Mode** is selected the field will be chosen based on the home team

MUSIC

Pressing **0** on the keypad toggles the music **on** and **off**

SOUND EFFECTS

ON or OFF

PENALTY

ON Penalty calls made during game
OFF No penalties called except delay of game

DIFFICULTY LEVEL

You may choose to play at three progressive levels as a Rookie, a Pro or a Veteran

STATS

While you are in **Options,** you can review your career stats Your stats will be recorded **only** If you select "Save New Entry" or "Restore Saved Entry" on the Save Game Screen

USEFUL INFO →

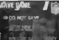
CAREER STATS

STAT SCREEN

Push the **Option Button** to view your Career Stats Use the Control Pad to scroll through the stat entries When you are done viewing your stats press the **Option Button** again to return to the Options Screen

SAVE GAME SCREEN

Being able to save stats is an awesome feature of **Troy Aikman™ NFL Football™**! You can only save completed games



This feature allows you to save your currently completed game. **Warning! You can only save one season at a time.** Or, you can restore a previously saved game

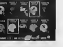
While in the Options Screen, you may clear any previously saved stats by pressing and holding *, **Option** and # together

The reset feature is available at all times by pressing * and # together

CUSTOM SEASON

If you selected **Custom Season** while you were in **Options** then this is the next screen you will see This is your opportunity to design your season line-up however you wish. There are **16** games and **28** teams to choose from so go for it!

CREATE YOUR OWN SEASON!



Use the **Control Pod** to scroll left/right through the season and the **B Button** to change game location Then use the **A** and **C Buttons** to select your opponents Press the **Option Button** when done

PRE-GAME REPORT

The **Pre-Game Report** is a listing of all the options you have selected for the current game

PREGAME REPORT
WEEK 1
BILLS

PRE-GAME SUMMARY

It is a helpful reminder since there are many selections to be made before each game Also it is pretty helpful when returning to a previously saved game or season Press **any button** to exit, or press the **Option Button** to return to the Option Screen

THE COIN TOSS

After leaving the Pre-Game Report it's time for the coin toss to determine who kicks off The visiting team calls it and whoever wins the toss may elect to kick or receive   At the start of the second half, the kicking team will receive and vice versa

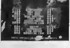
TROY'S ANALYSIS

★: Weak

★★: Average

★★★ Strong

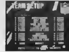
★★★★. Outstanding



Before the start of each half, **Troy's Analysis Screen** will appear The strengths and weaknesses of each team will be evaluated by the expert Troy Alkman! Take a minute or two to examine this data as it may affect your playing strategy
If you want to boost up a position on your team, now is the time to press the **Option Button** to enter the **Team Set-up Screen**

TEAM SET-UP SCREEN

To enter the **Team Set-up Screen** push the **Option Button** while you are in **Troy's Analysis.**



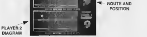
Here each position has a monetary value You can add or subtract from this amount to enhance your team's balance For each game you win, you will receive a bonus Be warned though injuries will weaken the strength of a position so you need to leave some extra cash in your account to mend your injuries at halftime! If you weaken a position by subtracting money, you get only half that amount added to your budget

1. Use the **Control pad** to move through positions
2. Press the **A Button** to add to the salary or the **C Button** to subtract
3. Use the **B Button** to toggle between $10K or $100K increments

To return to Troy's Analysis, just press **Option**

CUSTOM PLAY SCREEN

At the beginning of each half, you can customize 3 special plays giving you even more control over your team's destiny



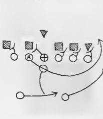
CUSTOM PLAY SCREEN

PRESS OPTION TO START CUSTOMIZING YOUR SPECIAL PLAYS!

Press the **Option Button** to begin editing your special plays There are four different options to change. They are Play Number, Formation, Position, and Route Use these controls to perfect your own special plays

When you enter the Custom Play Screen the quarterback is already highlighted At this stage use the **1, 2** and **3 Buttons** to choose which special play you wish to customize and the **A** and **C Buttons** to select the formation Then press the **B Button** to highlight a player Now you will be able to change that player's route with the **A** and **C Buttons.** You can also change the type of receiver by pressing the **4** and **6 Buttons.** To select another player just press the **B Button**.

PRESS OPTION AGAIN WHEN YOU'RE READY FOR THE KICKOFF!



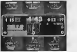
KICKOFF

If you're the Kicking Team, you might want to refer to the **Kicker/Punter** section on Page 29 for more details. The camera will follow the ball once it is kicked, and the Receiving Team will scroll onto the screen from below. Or, after the player has received the ball, use the **Control Pod** to guide him upfield in any of 8 directions. If you catch the ball in the end zone you can press the **1 and 3 Buttons** together to down the ball and your first play will be 1st and 10 on the 20 yard line.

BOOT THE BALL!

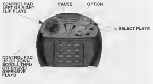
PLAY SELECT SCREEN

After the kickoff you will see the **Play Select Screen**, which consists of the Scoreboard, the Clocks, the Defensive Plays and the Offensive Plays.



CHECK OUT TROY'S OWN SPECIAL PLAYS

Once you have memorized the playbook, you can quickly choose your plays by pressing the playbook page number followed by **A**, **B** or **C**. The playbook page numbers appear in the upper left corner of the offensive and defensive plays. You may also jump directly to a specific page by pressing the page number followed by the **# Button**.


CONTROL PAD LEFT OR RIGHT FLIP PLAYS
PAUSE
OPTION
SELECT PLAYS
CONTROL PAD UP OR DOWN SCROLL THRU OFFENSIVE/ DEFENSIVE PLAYS

SCOREBOARD

The Scoreboard contains the current status of the game The Game Clock with the amount of time remaining in the quarter, appears in large numbers in the upper center of the Scoreboard A quarterly and total score appears just below the Game Clock, with a football next to the team that currently has the ball To the left of the clock is a football indicating where the ball is on the field so you can set your strong sides To the left of the football is the current down and number of yards to go for a 1st Down On the right of the Game Clock is an arrow indicating which half of the field you are on To the right of the arrow is the yard line indicating the location of the ball and to the right of that is the Play Clock

DEFENSIVE PLAYS

← DEFENSE PLAYS

3 Defensive Plays appear at the top of the screen at any one time Use the **Control Pod** to scroll up-down for more plays Use the **Control Pad left** or **right** to flip the Defensive play 'strong side' (each play has a side line with a higher concentration of players) Use **A**, **B** or **C** to select your Defense After the Offense picks a play, the timer starts and you have about 5 seconds to select your Defense or the computer picks for you

OFFENSIVE PLAYS

OFFENSE PLAYS ←

Offensive Plays are located at the bottom of the screen The first three plays you can pick from are the **Special Plays** that you designed Or use the **Control Pod** to scroll up-down for more plays Use the **Control Pad** left or right to flip the Offensive play strong side Use **A**, **B** or **C** to select from the plays currently on the screen You have 30 seconds on Pro or Veteran and 45 seconds on Rookie to select a play and snap the ball (otherwise a "delay of game" penalty is called regardless of penalty ON-OFF from Option Screen)

Note

After selecting a play with **A B** or **C** you can quickly scroll away from the current playbook page, however, the NFL™ Shields will not show up until after you stop scrolling This keeps your opponent from seeing which playbook page you are using

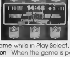
CLOCK MANAGEMENT

When the computer has the ball and you have chosen your defensive play the play clock will then be managed by the computer Very cool feature!

STOPPING THE CLOCKS

CALLING TIMEOUT

NOTE: Once the offensive play is picked the Game Clock and the Play Clock are stopped temporarily until you leave play select



To Pause the game while in Play Select, press the **Option Button**. When the game is paused, you have several options

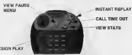
PAUSE MENU

Press A: Instant Replay of the previous play

Press B: Call a Time Out. You start each half with 3. Just pausing won't cost you a time out

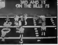
Press C: View up to 7 pages of **Current Stats**. They report the performances of both teams

Press 1: Design Your Plays. NOTE: This will cost you a time out


VIEW PAUSE MENU
INSTANT REPLAY
CALL TIME OUT
VIEW STATS
DESIGN PLAY

PLAY SUMMARY SCREEN

At the completion of each play, the **Play Summary Screen** will appear announcing the results of that play


5 YARD LOSS
3RD AND 15
ON THE BILLS 15

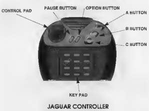
It also appears after a touchdown or field goal and gives a summary of the scoring drive

If you want to pause the game at this time press the **Option Button** you will be given two options as follows

Press the **A Button** for Instant Replay
Press the **B Button** to call a Timeout

Press the Option Button again to exit

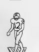
CONTROLLER SET-UP


CONTROL PAD
PAUSE BUTTON
OPTION BUTTON
A BUTTON
B BUTTON
C BUTTON
KEY PAD

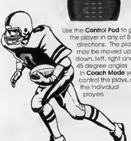
JAGUAR CONTROLLER

PLAYER CONTROL

A **Bull's Eye** will indicate a player with the ball A **Triangle** will indicate a human controlled player without the ball Each team will have a different colored triangle (black for the Home Team and gold for the Visiting Team) The players, both OFFENSIVE and DEFENSIVE, are generally controlled in a similar way

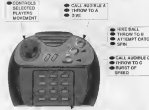


MOVE PLAYER IN ANY ONE OF 8 DIRECTIONS



Use the **Control Pod** to guide the player in any of 8 directions. The player may be moved up, down, left, right and at 45 degree angles In **Coach Mode** you control the plays, not the individual players

OFFENSIVE MANEUVERS


● CONTROLS SELECTED PLAYERS MOVEMENT
● CALL AUDIBLE A
● THROW TO A
● DIVE
● HIKE BALL
● THROW TO B
● ATTEMPT CATCH
● SPIN
● CALL AUDIBLE C
● THROW TO C
● BURST OF SPEED

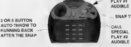
KEY PAD CONTROLS

1 OR 6 BUTTON	2 OR 5 BUTTON	3 OR 4 BUTTON
● L STIFF ARM ● CYCLE CLOCKWISE	● SNAP & AUTO PITCH ● BECOME RUNNER ● JUMP STRAIGHT UP ● HURDLE	● THROW AWAY ● R STIFF ARM ● CYCLE COUNTER-CLOCKWISE

CALLING AUDIBLES

The "**AUDIBLES**" are impromptu play changes the Quarterback makes before the snap

A Button – Special Play #1
C Button – Special Play #2

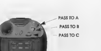

CALL SPECIAL PLAY #1 AUDIBLE
SNAP THE BALL
2 OR 5 BUTTON AUTO THROW TO RUNNING BACK AFTER THE SNAP
CALL SPECIAL PLAY #2 AUDIBLE

NOTE. If you select an audible and then wish to return to your original formation just press the same button again

SNAP THE BALL

To snap the ball, press the **B Button**. Once the ball has been snapped, the Player controls the Quarterback. He will scramble in whatever direction you indicate with the **Control Pad**

You can also Press the **2 Button** for Autopitch this command will snap the ball and handoff or pitch the ball to the running back. However, the Autopitch Button has no effect on plays where the Running Back is not ready to catch a quick pitch.



PASSING

Use the **A, B** or **C Buttons** to pass to the selected Receiver

When a pass occurs, the camera will follow the ball in flight The Quarterback's arm strength varies but he can never throw more than 75-80 yards

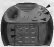
CHECK IT OUT

After the ball is in the air, press **B** to take over the Receiver and guide him to the ball

NOTE A, B & C letters above players do not appear when computer team has the ball (so you won't know which play the computer has selected) In 2-Player mode the A. B & C letter designations will appear only **after** the ball is snapped

As the Quarterback you can pitch/hand-off the ball. If the selected Receiver is in close range, pressing the button of the Receiver will cause the Quarterback to pitch or hand-off the ball to the selected Receiver.

PITCH
+HAND
OFF


PITCH TO A
PITCH TO B
PITCH TO C
PRESS 2 OR 5 TO BECOME THE RUNNER
PRESS 1 OR 3 TO THROW THE BALL AWAY

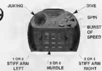
THROWING
THE BALL
AWAY

To throw the ball away, press the **1** or **3 Button** after the snap.

Press the **2** or **5 Button** to become the Runner and make a break for it. NOTE: When the Quarterback changes to a Runner, it is still possible to throw, but pressing the 1 or 3 Buttons will stiff arm instead of throwing the ball away.

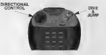
MAKE A
BREAK
FOR IT!

RUNNING TECHNIQUES


JUKING
DIVE
SPIN
BURST OF SPEED
1 OR 6 STIFF ARM LEFT
2 OR 5 HURDLE
3 OR 4 STIFF ARM RIGHT

STIFF ARMING	Press the **1or 6 Button** to lay on a left stiff arm or press **3 or 4 Button** to stiff arm right
JUKING	When running with the ball you can juke the Tacklers (i e , momentarily change direction to fake them out and then continue on your original course) by rapidly changing direction with the Control Pad.
SPIN EVASIVE	Press the **B Button** and use this move to shake loose any would-be Tacklers
HURDLE	If a Defender attempts a dive tackle or someone is down on the field, press the **2 or 5 Button** to hurdle over him
BURST OF SPEED	Once per play the Runner can sprint for a few seconds To do this, press the **C Button** Note If you are behind the line of scrimmage, pressing Y may throw to a Receiver

To jump, press the **Control Pod** and the **A Button** at the same time You'll jump in the direction you press on the **Control Pod**



JUMP + DIVE

To dive, press the **Control Pod** and the **A Button** at the same time You'll dive in the direction you press on the **Control Pod** Diving is useful in tackling and for gaining an extra yard or two

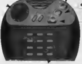
While the kick-off or punt is in the air, press the **1 and 3Buttons** together to signal a fair catch and down the ball wherever you receive it

FAIR CATCH

If you recover the ball in your own end zone (by receiving a kick off or punt/ Intercepting or recovering a fumble), you can press **2** to down the ball for a touchback The first play will be 1st and 10 from the 20 yard line

TOUCH BACKS

DEFENSE MANEUVERS


● CONTROLS SELECTED PLAYERS MOVEMENT
● CALL AUDIBLE A
● DIVE
● SELECT CLOSEST DEFENDER
● SCROLL CLOCKWISE
● CALL AUDIBLE C
● BURST OF SPEED

KEY PAD CONTROLS

1 BUTTON	2 OR 5 BUTTON	3 BUTTON
● LAST DEFENDER	● JUMP STRAIGHT UP	● NEXT DEFENDER

CALLING AUDIBLES

The 'AUDIBLES' are impromptu play changes that the defensive team makes before the snap

A Button – Blitz Option
C Button – Mon to Mon Option

When the offense calls a punt or field goal, the defensive audibles change to

Punt
A Button - Block Punt
C Button - Punt Return

Field Goal
A Button - Block Kick
C Button - Prevent

TACKLE

Tackling is accomplished by moving the player you're controlling into the ball carrier Once the Ball Carrier is touched, the tackle begins You can also press the **Control Pad** and **A Button** to dive at him To lay that really big hit on the Ball Carrier, try to tackle him head-on!

PASS DEFENSE

If you are near the ball as it comes down, your Defender will usually try to deflect it If you press the **B Button** when the ball gets near, he will try to intercept

NOTE: Pressing the **1 Button** will select the previous defender and pressing the **3 Button** will select the next defender

BLOCKING KICKS, PUNTS + PASSES

You can block kicks and punts by jumping or diving in front of the Kicker If you time it correctly you will deflect the ball To deflect a pass, position your Defender between the ball and the Receiver Then jump at the appropriate moment You will need to be close to where the ball is coming down **OR** in the Passer's face as he throws

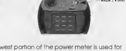
SPRINTING

To catch a break-away runner, each defender can sprint once per down To sprint, just press the **C Button**

THE KICKER / PUNTER

KICKING + PUNTING

Field goals and kicks/punts are controlled the same way You will see a Power Meter with 2 bars and 2 arrows **The horizontal gauge with the L and R on it indicates direction.** Use it to compensate for wind conditions and aiming Move the arrow horizontally with the **Control Pad The vertical bar and its arrow indicate strength** Use it to balance the strength vs accuracy required for a kick or punt. The horizontal white line on this gauge indicates maximum accuracy. The top of the gauge indicates maximum strength and minimum is at the bottom Gauges are activated with the snap during field goals and punts and with the whistle when kicking off The arrow next to the gauge will move up and down When the arrow reaches the desired line (strength), press the **B Button** to kick



The lowest portion of the power meter is used for onside kicks on kick-offs Stopping the meter in the lowest quarter will execute a low, hard kick

When kicking off the **C Button** moves your men to an onside formation left and **A** moves them to an onside formation right If you call these formations in **Coach mode** you will automatically attempt an onside kick in that direction

Far field goals and punts Pressing **the 2** or **5 Button** before the kick but after the snap, changes the Holder/Punter into the Quarterback for a surprise fake

PAUSE SCREEN

You can pause the action at any point by pressing **Pause** While the game is paused, pressing **B** will reveal the volume meter and the **Control Pod** will adjust the volume

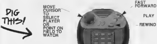
PAUSING THE GAME

You can also press the **Option Button** to pause the game This will give you two options

A Instant Replay
B Time Out

INSTANT REPLAY

To see an Instant Replay press the **Option Button** while on the field or at play select, then press the **A Button**. Use the **Control Pod** to select the player you wish to follow with the cursor. Press **B** to play the instant replay, press **A** to fast forward and press **C** to rewind

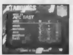

DIG THIS!
MOVE CURSOR TO SELECT PLAYER OR POINT ON FIELD TO WATCH
FAST FORWARD
PLAY
REWIND

You can also press the **1 Button** to move one frame back, or press the **3 Button** to move one frame forward. Pressing the **2 Button** will force the cursor to follow the ball while the replay is in action

HALFTIME / END GAME STATS

At halftime or the end of a game, the STATS Screen will automatically appear Use the **Control Pod** to scroll through the pages Press **Option** to exit

DIVISION STANDINGS



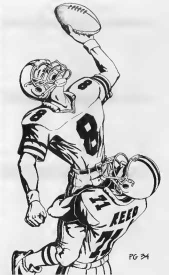
YOU GOTTA PLAY THE GAME TO SEE THIS!

Troy Aikman NFL™ Football™ has both Conferences The National Football Conference and The American Football Conference Each are composed of Eastern Western, and Central Divisions Division Standings will **not** be available in **Pre-Season Mode.** The 6 pages of data are displayed after each week's games and show the wins, losses and tie games for each team Flip through the pages with the **A and B Buttons.** Push **Option** to exit

Yeah!

THE PLAY-OFFS

The Play-Offs only happen in Custom Season or '94-'95 **Season Mode.** When all 16 regular season games have been played, the PLAY-OFF Screen will appear in place of the Division Standings Screen and will show the 4 weeks of Play-Off competition **Wildcard Divisionals, Championship** and **The Super Bowl** Push **Option** to exit to the next human game This screen will only appear if a human has made it to the playoffs If not, then the season is over. Better luck next season!


8
8
71
REED
71

TEAM ANALYSIS

AFC WEST

	BRONCOS	CHIEFS
QUARTERBACK	★★★★	★★★★
HALFBACK	★★	★★★
FULLBACK	★★	★★
WIDE RECEIVER	★★★	★★★
TIGHT END	★★★★	★★★
KICKER/PUNTER	★★★	★★★
OFFENSIVE LINE	★★	★★★
SAFETY	★★★★	★★★
CORNER BACK	★★★	★★★
LINE BACKER	★★★	★★★
DEFENSIVE LINE	★★	★★★★

AFC CENTRAL

	BENGALS	BROWNS
QUARTERBACK	★	★★
HALFBACK	★★	★★★★
FULLBACK	★	★★★
WIDE RECEIVER	★★	★★★
TIGHT END	★	★★
KICKER/PUNTER	★★	★★
OFFENSIVE LINE	★★	★★
SAFETY	★★	★★
CORNER BACK	★★	★★★
LINE BACKER	★★	★★
DEFENSIVE LINE	★★	★★★

AFC EAST

	BILLS	COLTS
QUARTERBACK	★★★★	★★
HALFBACK	★★★★	★★★★
FULLBACK	★★★	★
WIDE RECEIVER	★★★★	★★
TIGHT END	★★★	★★
KICKER/PUNTER	★★	★★
OFFENSIVE LINE	★★★★	★★
SAFETY	★★★	★★
CORNER BACK	★★★	★★★
LINE BACKER	★★★	★★
DEFENSIVE LINE	★★★	★★

★★★★: Outstanding ★★★: Strong

TEAM ANALYSIS

RAIDERS	CHARGERS	SEAHAWKS
★★★	★★★	★★★
★★	★★★	★★★
★★	★★★★	★
★★★★	★★★	★★
★★	★★	★★
★★★★	★★★	★★
★★★	★★	★★
★★★★	★★	★★★
★★★	★★★	★★★
★★★	★★★★	★★★
★★★	★★★	★★★

OILERS	STEELERS
★	★★
★★★	★★★
★★★	★★
★★★	★★
★★★	★★★★
★★★	★★★
★★★	★★★
★★★	★★★
★★★	★★★
★★★	★★
★★★	★★

DOLPHINS	PATRIOTS	JETS
★★★★	★★★	★★★
★★★	★★	★★★
★★★	★★	★★★
★★★	★★	★★★
★★★	★★	★★
★★★★	★★	★★★
★★★	★★	★★★
★★	★★	★★★
★★★	★★★	★★★
★★★	★★★	★★★
★★★	★★	★★

★★: Average ★: Weak

TEAM ANALYSIS

NFC WEST

	FALCONS	RAMS
QUARTERBACK	★★★	★★
HALFBACK	★★	★★★★
FULLBACK	★★	★★
WIDE RECEIVER	★★★	★★★
TIGHT END	★★	★★
KICKER/PUNTER	★★★★	★★
OFFENSIVE LINE	★★★	★★
SAFETY	★★★	★★
CORNER BACK	★★★★	★★
LINE BACKER	★★	★★
DEFENSIVE LINE	★★	★★

NFC CENTRAL

	BEARS	LIONS
QUARTERBACK	★★	★★
HALFBACK	★★★	★★★★
FULLBACK	★★★	★★
WIDE RECEIVER	★★	★★
TIGHT END	★★	★★
KICKER/PUNTER	★★★	★★
OFFENSIVE LINE	★★★	★★★
SAFETY	★★★	★★★
CORNER BACK	★★★	★★★
LINE BACKER	★★★	★★★
DEFENSIVE LINE	★★★	★★★

NFC EAST

	COWBOYS	GIANTS
QUARTERBACK	★★★★	★★★
HALFBACK	★★★★	★★★
FULLBACK	★★★	★★
WIDE RECEIVER	★★★★	★★★
TIGHT END	★★★	★★
KICKER/PUNTER	★★	★★★
OFFENSIVE LINE	★★★★	★★★
SAFETY	★★★	★★★★
CORNER BACK	★★★	★★★
LINE BACKER	★★★	★★★
DEFENSIVE LINE	★★★★	★★★

★★★★: Outstanding ★★★ Strang

TEAM ANALYSIS

SAINTS	49ERS
★	★★★★
★★	★★★★
★★	★★★
★★★	★★★★
★★	★★★★
★★★★	★★★
★★★	★★★
★★★	★★★
★★★	★★★
★★★★	★★★
★★★	★★★

PACKERS	VIKINGS	BUCCANEERS
★★★	★★★★	★
★★	★★★	★★★
★★	★★	★★
★★★★	★★★	★★
★★	★★★	★★
★★	★★★	★★
★★★	★★	★★
★★★	★★★	★★
★★★	★★★	★★★
★★★	★★★	★★
★★★★	★★★★	★★

EAGLES	CARDINALS	REDSKINS
★★★	★★	★★
★★★	★★★	★★★
★★	★★★	★★★
★★★	★★★	★★
★★★	★★	★★
★★★	★★	★★★
★★	★★★	★★★
★★★	★★★	★★
★★★★	★★★	★★★
★★★	★★	★★
★★★	★★★	★★★

★★: Average ★: Weak

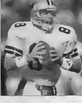
THE TROY AIKMAN STORY

Troy Aikman's football dream began in Henryetta Oklahoma, where he earned All-State honors with the Henryetta High School Fighting Hens His collegiate football career began at the University of Oklahoma and after 2 years Troy transferred to UCLA At UCLA the All-American Aikman led the Bruins to a 20-4 record including wins in the 1988 Aloha Bowl and the 1989 Cotton Bowl. In just two seasons at UCLA Aikman completed 64 8% of his passes for 5,298 yards and 41 touchdowns and finished his college career as the third rated passer in NCAA history.

After being drafted by the Cowboys in 1989 Troy became the first rookie to start a season opener for Dallas since Roger Staubach in 1969 After showing flashes of potential during his first three years in Dallas Troy helped the Cowboys put everything together in 1992

Comfortable in a strong offensive system, healthy the entire season and confident in his abilities to lead the club, Aikman led Dallas on a march through the regular season and the playoffs culminating in a Super Bowl victory over Buffalo on January 31, 1993 For his performance that Sunday in Pasadena Aikman earned the Super Bowl MVP award

Aikman finished the season with 3,445 yards passing, to rank second in the NFC and fourth in the NFL. His 302 completions were the second most in a season in team history and tied him for the NFC lead second in the NFL. The following year history repeated itself as Aikman again led Dallas to a Super Bowl win against Buffalo on January 30, 1994. Aikman completed the season with an overall ranking of second in both the NFC and the NFL. His statistics for season and post-season play were spectacular – a total of 332 completions for 3786 yards.



Earning praise from football legends and admiration from his legion of fans, Aikman has become a symbol for respect on and off the field. In addition to establishing the "Troy Aikman Foundation", which benefits disadvantaged children, Aikman has provided support to literally dozens of charitable causes nationwide. For the past two seasons, Troy has been one of the five finalists for the NFL Man of the Year, which honors players for their contributions to the community.

THE TROY AIKMAN FOUNDATION

"It is my belief that Childhood should be a wondrous time of life a time of dreaming, discovery, development and play There is nothing more important than the health and well-being of children in our nation They are our future It is our goal to assist those children whose special needs are not being met by other resources we have united with friends and sponsors to improve the quality of life for young children one dream at a time!"

Troy Aikman

The Troy Aikman Foundation was started in October of 1992 through the generosity and beneficence of professional quarterback Troy Aikman The Foundation is a public charitable 501(c)3 organization created as a fund-raising vehicle to support the needs of dependent children The mission of the Foundation is to provide financial support for the physical psychological social and educational needs of dependent children whose needs are not being met either in whole or in part by any other viable resource

Needs are identified through referrals from community and religious organizations educational institutions child protective agencies and the general public

Requests for grants and gifts are accepted and reviewed throughout the year All requests are subject to board approval and gifts are made based on funds available at the time of the request

All gifts must provide "direct care" to a specific child or group of children. It is the Foundation's intent to provide funds to individuals who have exhausted all other avenues of support

The annual Troy Aikman Classic provides the major source of revenue for the Foundation. Local organizations and corporations also contribute in broadening the base of funding by naming the Foundation as recipient of funds raised at their own special events during the year

Don't let drugs sideline you in the game of life
Join Troy Aikman and the youth of America in saying
"No Thanks. I'll Pass"
to drugs

1ST STRING

Jaguar Version Developed By
Telegames CDG

Producer
Terry Grantham

Lead Programmer
Richard S Wong

Additional Programming
David G Mahaffey

Jaguar Graphics
Scott Martindale and Loke Effects Animation

Jaguar Music Adaptation
Scott Vollmer

Special Thanks To
Williams Entertainment Inc.

Football Engine Programming
Michael Hunley

Based on an Original Design By
Michael Hunley David Schwartz Gary Luecker
Andy Wilson John Stookey

Adapted from Original Code By
Michael Hunley David Schwartz

Original Player Animations
Gary Luecker Francisco Gracia

Original Music and Sound Effects
Rob Atesalp

Package/Manual Design & Production
Debbie Austin Steve High Shawn Murphy
Beeline Group Inc

Quality Control
Brian Johnson Randy Estrella John Stookey Tim
Heydelaar Dan Lewis Steve Kramer

Technical Advice
Troy Aikman Pat Curran Vincent Curran Chris Curran

Additional Assistance
Verna Riddles Charlyn Aikman
Bobby Collier Jack Collier

WINS & LOSSES

WINS & LOSSES

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Printed in USA